

### AEther Mutation

{3}{G}{U}

#### Sorcery

Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

### Ana Disciple

{G}

Creature -- Wizard

1/1

{U}, {T}: Target creature gains flying until end of turn.

{B}, {T}: Target creature gets -2/-0 until end of turn.

### Ana Sanctuary

{2}{G}

#### Enchantment

At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

### Anavolver

{3}{G}

Creature -- Volver

3/3

Kicker {1}{U} and/or {B}

If you paid the {1}{U} kicker cost, Anavolver comes into play with two +1/+1 counters on it and with flying.

If you paid the {B} kicker cost, Anavolver comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolver."

### Angelfire Crusader

{3}{W}

Creature -- Soldier

2/3

{R}: Angelfire Crusader gets +1/+0 until end of turn.

### Battlefield Forge

#### Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {R} or {W} to your mana pool. Battlefield Forge deals 1 damage to you.

### Bloodfire Colossus

{6}{R}{R}

Creature -- Giant

6/6

{R}, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.

### Bloodfire Dwarf

{R}

Creature -- Dwarf

1/1

{R}, Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.

Bloodfire Infusion

{2}{R}

Enchant Creature

Bloodfire Infusion can enchant only a creature you control.

{R}, Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.

Bloodfire Kavv

{2}{R}{R}

Creature -- Kavv

2/2

{R}, Sacrifice Bloodfire Kavv: Bloodfire Kavv deals 2 damage to each creature.

Bog Gnarr

{4}{G}

Creature -- Beast

2/2

Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.

Brass Herald

{6}

Artifact Creature -- Golem

2/2

As Brass Herald comes into play, choose a creature type.

When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library.

Creatures of the chosen type get +1/+1.

Captain's Maneuver

{X}{R}{W}

Instant

The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Caves of Koilos

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {W} or {B} to your mana pool. Caves of Koilos deals 1 damage to you.

Ceta Disciple

{U}

Creature -- Wizard

1/1

{R}, {T}: Target creature gets +2/+0 until end of turn.

{G}, {T}: Add one mana of any color to your mana pool.

Ceta Sanctuary

{2}{U}

Enchantment

At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.

Cetavolver

{1}{U}

Creature -- Volver

1/1

Kicker {1}{R} and/or {G}

If you paid the {1}{R} kicker cost, Cetavolver comes into play with two +1/+1 counters on it and with first strike.

If you paid the {G} kicker cost, Cetavolver comes into play with a +1/+1 counter on it and with trample.

Coalition Flag

{W}

Enchant Creature

Coalition Flag can enchant only a creature you control.

Enchanted creature's type is Flagbearer.

Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Coalition Honor Guard

{3}{W}

Creature -- Flagbearer

2/4

Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Coastal Drake

{2}{U}

Creature -- Drake

2/1

Flying

{1}{U}, {T}: Return target Kavu to its owner's hand.

Consume Strength

{1}{B}{G}

Instant

Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

Cromat

{W}{U}{B}{R}{G}

Creature -- Legend

5/5

{W}{B}: Destroy target creature blocking or blocked by Cromat.  
{U}{R}: Cromat gains flying until end of turn.  
{B}{G}: Regenerate Cromat.  
{R}{W}: Cromat gets +1/+1 until end of turn.  
{G}{U}: Put Cromat on top of its owner's library.

#### Dead Ringers

{4}{B}

Sorcery

Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.

#### Death Grasp

{X}{W}{B}

Sorcery

Death Grasp deals X damage to target creature or player. You gain X life.

#### Death Mutation

{6}{B}{G}

Sorcery

Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

#### Dega Disciple

{W}

Creature -- Wizard

1/1

{B}, {T}: Target creature gets -2/-0 until end of turn.

{R}, {T}: Target creature gets +2/+0 until end of turn.

#### Dega Sanctuary

{2}{W}

Enchantment

At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

#### Degavolver

{1}{W}

Creature -- Volver

1/1

Kicker {1}{B} and/or {R}

If you paid the {1}{B} kicker cost, Degavolver comes into play with two +1/+1 counters on it and with "Pay 3 life: Regenerate Degavolver."

If you paid the {R} kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike.

#### Desolation Angel

{3}{B}{B}

Creature -- Angel

5/4

Kicker {W}{W} #(You may pay an additional #{W}{W}# as you play this spell.)#

Flying

When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.

Desolation Giant

{2}{R}{R}

Creature -- Giant

3/3

Kicker {W}{W} #(You may pay an additional #{W}{W}# as you play this spell.)#

When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.

Diversionsary Tactics

{3}{W}

Enchantment

Tap two untapped creatures you control: Tap target creature.

Divine Light

{W}

Sorcery

Prevent all damage that would be dealt this turn to creatures you control.

Dodecapod

{4}

Artifact Creature

3/3

If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Dragon Arch

{5}

Artifact

{2}, {T}: Put a multicolored creature card from your hand into play.

Dwarven Landslide

{3}{R}

Sorcery

Kicker--{2}{R}, Sacrifice a land. #(You may pay #{2}{R}# and sacrifice a land in addition to any other costs as you play this spell.)#

Destroy target land. If you paid the kicker cost, destroy another target land.

Dwarven Patrol

{2}{R}

Creature -- Dwarf

4/2

Dwarven Patrol doesn't untap during your untap step.

Whenever you play a nonred spell, untap Dwarven Patrol.

Ebony Treefolk

{1}{B}{G}

Creature -- Treefolk

3/3

{B}{G}: Ebony Treefolk gets +1/+1 until end of turn.

Emblazoned Golem

{2}

Artifact Creature -- Golem

1/2

Kicker {X} # (You may pay an additional #{X}# as you play this spell.)#

Spend only colored mana on X. No more than one mana of each color may be spent this way.

If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Enlistment Officer

{3}{W}

Creature -- Soldier

2/3

First strike

When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Evasive Action

{1}{U}

Instant

Counter target spell unless its controller pays {1} for each basic land type among lands you control.

False Dawn

{1}{W}

Sorcery

Until end of turn, spells and abilities you control that would add colored mana to your mana pool add that much white mana instead.

Until end of turn, you may spend white mana as though it were mana of any color.

Draw a card.

Fervent Charge

{1}{W}{B}{R}

Enchantment

Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fire // Ice

{1}{R} // {1}{U}

Instant // Instant

Fire deals 2 damage divided as you choose among any number of target creatures and/or players. // Tap target permanent. Draw a card.

Flowstone Charger

{2}{R}{W}

Creature -- Beast

2/5

Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn.

Foul Presence

{2}{B}

Enchant Creature

Enchanted creature gets -1/-1 and has "{T}: Target creature gets -1/-1 until end of turn."

Fungal Shambler

{4}{G}{U}{B}

Creature -- Beast

6/4

Trample

Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Gaea's Balance

{3}{G}

Sorcery

As an additional cost to play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

Gaea's Skyfolk

{G}{U}

Creature -- Elf Merfolk

2/2

Flying

Gerrard Capashen

{3}{W}{W}

Creature -- Legend

3/4

At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand.

{3}{W}: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Gerrard's Verdict

{W}{B}

Sorcery

Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

Glade Gnarr

{5}{G}

Creature -- Beast

4/4

Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until

end of turn.

Goblin Legionnaire

{R}{W}

Creature -- Goblin Soldier

2/2

{R}, Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player.

{W}, Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Ringleader

{3}{R}

Creature -- Goblin

2/2

Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.

Goblin Trenches

{1}{R}{W}

Enchantment

{2}, Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Grave Defiler

{3}{B}

Creature -- Zombie

2/1

When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library.

{1}{B}: Regenerate Grave Defiler.

Guided Passage

{U}{R}{G}

Sorcery

Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.

Haunted Angel

{2}{W}

Creature -- Angel

3/3

Flying

When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Helionaut

{2}{W}



Creature -- Soldier

1/2

Flying

{1}, {T}: Add one mana of any color to your mana pool.

Ice Cave

{3}{U}{U}

Enchantment

Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. #(Mana cost includes color.)#

Illuminate

{X}{R}

Sorcery

Kicker {2}{R} and/or {3}{U} #(You may pay an additional #{2}{R}# and/or #{3}{U}# as you play this spell.)#

Illuminate deals X damage to target creature. If you paid the {2}{R} kicker cost, Illuminate deals X damage to that creature's controller. If you paid the {3}{U} kicker cost, you draw X cards.

Illusion // Reality

{U} // {2}{G}

Instant // Instant

Target spell or permanent becomes the color of your choice until end of turn. // Destroy target artifact.

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{U}

Sorcery

Look at the top five cards of your library, then put them back in any order.

Jaded Response

{1}{U}

Instant

Counter target spell if it shares a color with a creature you control.

Jilt

{1}{U}

Instant

Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#

Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.

Jungle Barrier

{2}{G}{U}

Creature -- Wall

2/6

#{Walls can't attack.)#

When Jungle Barrier comes into play, draw a card.

Kavu Glider

{2}{R}

Creature -- Kavu

2/1

{W}: Kavu Glider gets +0/+1 until end of turn.

{U}: Kavu Glider gains flying until end of turn.

Kavu Howler

{4}{G}{G}

Creature -- Kavu

4/5

When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.

Kavu Mauler

{4}{G}{G}

Creature -- Kavu

4/4

Trample

Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.

Last Caress

{2}{B}

Sorcery

Target player loses 1 life and you gain 1 life.

Draw a card.

Last Stand

{W}{U}{B}{R}{G}

Sorcery

Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Lay of the Land

{G}

Sorcery

Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Legacy Weapon

{7}

Legendary Artifact

{W}{U}{B}{R}{G}: Remove target permanent from the game.

If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.

Life // Death

{G} // {1}{B}

Sorcery // Sorcery

Until end of turn, all lands you control are 1/1 creatures that are still lands. // Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Lightning Angel

{1}{R}{W}{U}

Creature -- Angel

3/4

Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Attacking doesn't cause Lightning Angel to tap.

Living Airship

{3}{U}

Creature -- Ship

2/3

Flying

{2}{G}: Regenerate Living Airship.

Llanowar Dead

{B}{G}

Creature -- Zombie Elf

2/2

{T}: Add {B} to your mana pool.

Llanowar Wastes

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {B} or {G} to your mana pool. Llanowar Wastes deals 1 damage to you.

Manacles of Decay

{1}{W}

Enchant Creature

Enchanted creature can't attack.

{B}: Enchanted creature gets -1/-1 until end of turn.

{R}: Enchanted creature can't block this turn.

Martyrs' Tomb

{2}{W}{B}

Enchantment

Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Mask of Intolerance

{2}

Artifact

At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Mind Extraction

{2}{B}

### Sorcery

As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

### Minotaur Illusionist

{3}{U}{R}

Creature -- Minotaur

3/4

{1}{U}: Minotaur Illusionist can't be the target of spells or abilities this turn.

{R}, Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.

### Minotaur Tactician

{3}{R}

Creature -- Minotaur

1/1

Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Minotaur Tactician gets +1/+1 as long as you control a white creature.

Minotaur Tactician gets +1/+1 as long as you control a blue creature.

### Mournful Zombie

{2}{B}

Creature -- Zombie

2/1

{W}, {T}: Target player gains 1 life.

### Mystic Snake

{1}{G}{U}{U}

Creature -- Snake

2/2

You may play Mystic Snake any time you could play an instant.

When Mystic Snake comes into play, counter target spell.

### Necra Disciple

{B}

Creature -- Wizard

1/1

{G}, {T}: Add one mana of any color to your mana pool.

{W}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

### Necra Sanctuary

{2}{B}

Enchantment

At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

### Necravolver

{2}{B}  
Creature -- Volver  
2/2  
Kicker {1}{G} and/or {W}  
If you paid the {1}{G} kicker cost, Necravolver comes into play with two +1/+1 counters on it and with trample.  
If you paid the {W} kicker cost, Necravolver comes into play with a +1/+1 counter on it and with "Whenever Necravolver deals damage, you gain that much life."

Night // Day  
{B} // {2}{W}  
Instant // Instant  
Target creature gets -1/-1 until end of turn. // Creatures target player controls get +1/+1 until end of turn.

Order // Chaos  
{3}{W} // {2}{R}  
Instant // Instant  
Remove target attacking creature from the game. // Creatures can't block this turn.

Orim's Thunder  
{2}{W}  
Instant  
Kicker {R} # (You may pay an additional #{R}# as you play this spell.)#  
Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Overgrown Estate  
{B}{G}{W}  
Enchantment  
Sacrifice a land: You gain 3 life.

Penumbra Bobcat  
{2}{G}  
Creature -- Cat  
2/1  
When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.

Penumbra Kavu  
{4}{G}  
Creature -- Kavu  
3/3  
When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play.

Penumbra Wurm  
{5}{G}{G}  
Creature -- Wurm  
6/6

Trample

When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

Pernicious Deed

{1}{B}{G}

Enchantment

{X}, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Phyrexian Arena

{1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Gargantua

{4}{B}{B}

Creature -- Horror

4/4

When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Phyrexian Rager

{2}{B}

Creature -- Horror

2/2

When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

Planar Despair

{3}{B}{B}

Sorcery

All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Powerstone Minefield

{2}{R}{W}

Enchantment

Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Prophetic Bolt

{3}{U}{R}

Instant

Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Putrid Warrior

{W}{B}

Creature -- Soldier Zombie

2/2

Whenever Putrid Warrior deals damage, choose one -- each player

loses 1 life; or each player gains 1 life.

Quagmire Druid

{2}{B}

Creature -- Zombie Druid

2/2

{G}, {T}, Sacrifice a creature: Destroy target enchantment.

Quicksilver Dagger

{1}{U}{R}

Enchant Creature

Enchanted creature has "{T}: This creature deals 1 damage to target player. You draw a card."

Raka Disciple

{R}

Creature -- Wizard

1/1

{W}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

{U}, {T}: Target creature gains flying until end of turn.

Raka Sanctuary

{2}{R}

Enchantment

At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.

Rakavolver

{2}{R}

Creature -- Volver

2/2

Kicker {1}{W} and/or {U}

If you paid the {1}{W} kicker cost, Rakavolver comes into play with two +1/+1 counters on it and with "Whenever Rakavolver deals damage, you gain that much life."

If you paid the {U} kicker cost, Rakavolver comes into play with a +1/+1 counter on it and with flying.

Razorfin Hunter

{U}{R}

Creature -- Merfolk Goblin

1/1

{T}: Razorfin Hunter deals 1 damage to target creature or player.

Reef Shaman

{U}

Creature -- Merfolk

0/2

{T}: Target land's type becomes the basic land type of your choice until end of turn.

Savage Gorilla

{4}{G}

Creature -- Ape

3/3

{U}{B}, {T}, Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

Shield of Duty and Reason

{W}

Enchant Creature

Enchanted creature has protection from green and from blue.

Shimmering Mirage

{1}{U}

Instant

Target land's type becomes the basic land type of your choice until end of turn.

Draw a card.

Shivan Reef

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {U} or {R} to your mana pool. Shivan Reef deals 1 damage to you.

Smash

{2}{R}

Instant

Destroy target artifact.

Draw a card.

Soul Link

{1}{W}{B}

Enchant Creature

Whenever enchanted creature deals damage, you gain that much life.

Whenever enchanted creature is dealt damage, you gain that much life.

Spectral Lynx

{1}{W}

Creature -- Cat

2/1

Protection from green

{B}: Regenerate Spectral Lynx.

Spiritmonger

{3}{B}{G}

Creature -- Beast

6/6

Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger.

{B}: Regenerate Spiritmonger.

{G}: Spiritmonger becomes the color of your choice until end of turn.



Squee's Embrace

{R}{W}

Enchant Creature

Enchanted creature gets +2/+2.

When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge

{1}{U}{R}

Sorcery

Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Standard Bearer

{1}{W}

Creature -- Flagbearer

1/1

Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Strength of Night

{2}{G}

Instant

Kicker {B} # (You may pay an additional #{B}# as you play this spell.)#

Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.

Suffocating Blast

{1}{U}{U}{R}

Instant

Counter target spell and Suffocating Blast deals 3 damage to target creature.

Suppress

{2}{B}

Sorcery

Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.

Sylvan Messenger

{3}{G}

Creature -- Elf

2/2

Trample

When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Symbiotic Deployment

{2}{G}

Enchantment

Skip your draw step.

{1}, Tap two untapped creatures you control: Draw a card.

Tahngarth's Glare

{R}

Sorcery

Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Temporal Spring

{1}{G}{U}

Sorcery

Put target permanent on top of its owner's library.

Tidal Courier

{3}{U}

Creature -- Merfolk

1/2

When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library.

{3}{U}: Tidal Courier gains flying until end of turn.

Tranquil Path

{4}{G}

Sorcery

Destroy all enchantments.

Draw a card.

Tundra Kavu

{2}{R}

Creature -- Kavu

2/2

{T}: Target land becomes a plains or an island until end of turn.

Unnatural Selection

{1}{U}

Enchantment

{1}: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.

Urborg Elf

{1}{G}

Creature -- Elf

1/1

{T}: Add {G}, {U}, or {B} to your mana pool.

Urborg Uprising

{4}{B}

### Sorcery

Return up to two target creature cards from your graveyard to your hand.

Draw a card.

### Vindicate

{1}{W}{B}

#### Sorcery

Destroy target permanent.

### Vodalian Mystic

{1}{U}

Creature -- Merfolk

1/1

{T}: Target instant or sorcery spell becomes the color of your choice.

### Whirlpool Drake

{3}{U}

Creature -- Drake

2/2

Flying

When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards.

When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

### Whirlpool Rider

{1}{U}

Creature -- Merfolk

1/1

When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

### Whirlpool Warrior

{2}{U}

Creature -- Merfolk

2/2

When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards.

{R}, Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

### Wild Research

{2}{R}

Enchantment

{1}{W}: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

{1}{U}: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

Yavimaya Coast

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {G} or {U} to your mana pool. Yavimaya Coast deals 1 damage to you.

Yavimaya's Embrace

{5}{G}{U}{U}

Enchant Creature

You control enchanted creature.

Enchanted creature gets +2/+2 and has trample.

Zombie Boa

{4}{B}

Creature -- Zombie Snake

3/3

{1}{B}: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.